

ECE338

Lab #5: Block Diagram of the Zynq processor

David Kirby

For Lab #5 we were tasked with exploring the Block Diagram of the Zynq processor, the GPIO, and Block RAM.

```
design_1_wrapper.vhd
/media/psf/Home/OneDrive/OneDrive - University of New Mexico/FALL2019/ECE338/lab05/lab01

1  --Copyright 1986-2018 Xilinx, Inc. All Rights Reserved...
10 library IEEE;
11 use IEEE.STD_LOGIC_1164.ALL;
12 library UNISIM;
13 use UNISIM.VCOMPONENTS.ALL;
14 entity design_1_wrapper is
15     port (
16         DDR_0_addr : inout STD_LOGIC_VECTOR ( 14 downto 0 );
17         DDR_0_ba : inout STD_LOGIC_VECTOR ( 2 downto 0 );
18         DDR_0_cas_n : inout STD_LOGIC;
19         DDR_0_ck_n : inout STD_LOGIC;
20         DDR_0_ck_p : inout STD_LOGIC;
21         DDR_0_cke : inout STD_LOGIC;
22         DDR_0_cs_n : inout STD_LOGIC;
23         DDR_0_dm : inout STD_LOGIC_VECTOR ( 3 downto 0 );
24         DDR_0_dq : inout STD_LOGIC_VECTOR ( 31 downto 0 );
25         DDR_0_dqs_n : inout STD_LOGIC_VECTOR ( 3 downto 0 );
26         DDR_0_dqs_p : inout STD_LOGIC_VECTOR ( 3 downto 0 );
27         DDR_0_odt : inout STD_LOGIC;
28         DDR_0_ras_n : inout STD_LOGIC;
29         DDR_0_reset_n : inout STD_LOGIC;
30         DDR_0_we_n : inout STD_LOGIC;
31         FCLK_CLK0 : out STD_LOGIC;
32         FCLK_RESET0_N : out STD_LOGIC;
33         FIXED_IO_0_ddr_vrn : inout STD_LOGIC;
34         FIXED_IO_0_ddr_vrp : inout STD_LOGIC;
35         FIXED_IO_0_mio : inout STD_LOGIC_VECTOR ( 53 downto 0 );
36         FIXED_IO_0_ps_clk : inout STD_LOGIC;
37         FIXED_IO_0_ps_porb : inout STD_LOGIC;
38         FIXED_IO_0_ps_srstb : inout STD_LOGIC;
39         GPIO_Ins_tri_l : in STD_LOGIC_VECTOR ( 31 downto 0 );
40         GPIO_Outs_tri_o : out STD_LOGIC_VECTOR ( 31 downto 0 );
41         PNL_BRAM_addr : in STD_LOGIC_VECTOR ( 12 downto 0 );
42         PNL_BRAM_din : in STD_LOGIC_VECTOR ( 15 downto 0 );
43         PNL_BRAM_dout : out STD_LOGIC_VECTOR ( 15 downto 0 );
44         PNL_BRAM_we : in STD_LOGIC_VECTOR ( 0 to 0 );
45     );
46 end design_1_wrapper;
```

